

```
Lock l = new ReentrantLock();
```

```
≡
```

```
l.lock();
```

```
try {
```

```
    /* sección crítica */
```

```
} finally {
```

```
    l.unlock();
```

```
}
```

Constructores

```
ReentrantLock()
```

```
ReentrantLock(boolean justo)
```

Métodos

- Protected Thread getOwner()

- int getHoldCount() // #veces lock sin unlock

- int getQueueLength()

- protected Collection <Thread> getWaiting

[1] Threads (Condition c) // Desvela los hilos bloque.

- boolean isFair()

- boolean isLocked()

- void lock()

- void lockInterruptibly()

[1] Bloquea cada hilo, si no lo cumple
lo bloquea.

Interfaz ReadWriteLock

No tiene constructores

Constructores

- `ReentrantReadWriteLock()`
- `ReentrantReadWriteLock(boolean fair)`

```
ReentrantReadWrite r1 = new ReentrantReadWrite();  
≡
```

```
lock l = r1.readLock();
```

```
l.lock();
```

```
try {
```

```
    /* n lecturas concurrentes */
```

```
} finally {
```

```
    l.unlock();
```

```
}
```

```
≡
```

```
lock w = r1.writeLock();
```

```
w.lock();
```

```
try {
```

```
    /* 1 escritura o lectura a la vez */
```

```
} finally {
```

```
    w.unlock();
```

```
}
```



Monitor de acceso.

Reentrant Read Write r1 = new ReentrantReadWrite
condition c = r1.newCondition();

≡

lock w = r1.writeLock();

w.lock();

try {

if(!condición) {

c.await();

} finally {

w.unlock();

}